Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2003 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE OR **SMALL ENTITY TOTAL CLAIMS** FEE **FEE** RATE RATE BASIC FEE 385.00 770.00 BASIC FEE **FOR** NUMBER FILED NUMBER EXTRA OR C TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = X43 =X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +290= +145= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL TOTAL OR CLAIMS AS AMENDED - PART II **OTHER THAN SMALL ENTITY** SMALL ENTITY OR (Column 3) (Column 2) (Column 1) CLAIMS HIGHEST ADDI-ADDI-4 REMAINING NUMBER PRESENT TIONAL RATE TIONAL RATE AMENDMENT **AFTER PREVIOUSLY EXTRA** FEE FEE **AMENDMENT** PAID FOR X\$18= Total Minus X\$ 9= ** OR Minus Independent X86= X43 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR _{ADDIT.} FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) HIGHEST CLAIMS ADDI-ADDI- $\mathbf{\omega}$ REMAINING NUMBER **PRESENT** TIONAL TIONAL RATE RATE **AMENDMENT PREVIOUSLY AFTER EXTRA FEE** FEE **AMENDMENT** PAID FOR Minus Total X\$ 9= X\$18= OR Independent Minus *** X86= X43 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT, FEE (Column 3) (Column 2) (Column 1) CLAIMS HIGHEST ADDI-ADDI-ပ REMAINING NUMBER **PRESENT** TIONAL **RATE** TIONAL RATE **AMENDMENT AFTER PREVIOUSLY EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus ** X\$9=X\$18= OR Minus Indep ndent X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +145= +290= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ADDIT. FEE ADDIT. FEE ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.